```
ec::IGeometryAccess
+ ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
    ec::Geometry
# m data
+ ~Geometry()
+ recalculateNormals()
+ getVao()
+ getVbo()
+ getEbo()
# Geometry()
# beginRender()
# onRender()
# endRender()
# setMode()
# setType()
ec::DynamicGeometry
+ ~DynamicGeometry()
# DynamicGeometry()
# beginRender()
# update()
 ec::SpringGeometry
 + SpringGeometry()
 + ~SpringGeometry()
```